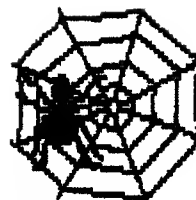


BORIS THE SPIDER

c/o 203 Devon Ct
FWB, FL 32547-3110
<http://hometown.aol.com/prbolduc/boris/borishome.htm>

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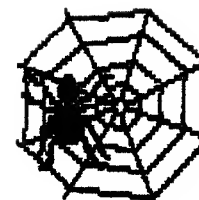
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VOLUME VIII, #10

BORIS THE SPIDER

A Journal of Duplicitous Doings,
Raw Power, and Naked Greed
"Oh, what a tangled web we weave
When first we practice to deceive!"
--Sir Walter Scott--



14 Oct 04

(#290)

F/G Win DUNE!

Congratulations go to Dave Anderson and Paul Barrett on a relatively easy alliance win at our fifth game of DUNE. Dave's Guild sacrificed a leader to remove a BT trap in Habbanya Ridge Sietch and Paul's Fremmen held off another Atriedes suicide attack in Arrakeen. Cary ended with four of five leaders in the tanks after only 6 turns.

Still trying to patch together some quora for game starts. May actually have made one if Paul Barrett's version of MAHARAJAH is close to the AH version. Games needing one more to begin include 1870, 1856, BLACKBEARD (anybody got a postal system?), HISTORY OF THE WORLD, and WIZARD'S QUEST.

IMMEDIATE GAME OPENINGS:

Gunboat MACH: Need one more to start! See p 3 for details.
1870: Have Zieske, Hanna, Fruch need 1 to 3 more.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "No man is worth his salt who is not ready at all times to risk his body, to risk his well-being, to risk his life in a great cause." -- Theodore Roosevelt

Tom Butcher is considering running an e-mail game of PUERTO RICO. Contact him if interested.

Congratulations to Kevin Wilson and wife on the adoption of a baby daughter, Rachel, born 30 Sep.

Don't forget the 9th Annual Chattanooga Railgame Challenge, scheduled for 14-16 Jan 05. Check Reference 1 occasionally over the next few months for details.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) this month goes jointly to Rick Copeland and Ron Fisher for their Boris XVII articles.

This month's Ma Nar Super-Sudsy Bomb is lobbed at Kevin Wilson for delay of zine.

REFERENCES:

1. <http://home.hightech.net/~derrick/gaming.htm>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CDT 5 Nov 04



All Herald the Birth of the Beast Fall 1985

XVII
2003F

MINAS MORGUL: The curtain falls on Russia and Turkey. Albion is invaded and awaiting the *coup de grace*. Austria has begun his northwestward pivot with an Italian army on his flank. Germany is very much in the middle, but so too is Italy.

TROOP MOVEMENTS

French A BEL retreats to PIC. Turkish A ANK retreats to ARM.

AUS: (Rick Copeland) A War S A Mos, (A Bul-Con), (F Aeg-Con), (A Ser-Rum), A Mos S A Sev, A Ukr S A Sev, A Sev H, (A Gal-Rum), A Vie-Tri;
ENG: (Jack Shacklett) F Iri-Lpl, F Lon-Yor, F Cly S F Iri-Lpl;
FRA: (Kevin Wilson) A Bur-Bel, (A Lpl S F Wal), F Wal S A Lpl, F Eng S A Bur-Bel, A Pic S A Bur-Bel, F Wes-Lyo, (F Mid-Iri);
GER: (Rudy Zodda) A StP H, A Hol S A Bel, F Den-Bal, A Mun-Sil, (A Bel H)(r-???), F Nth-Nwy, A Kie-Mun, F Hel-Nth;
ITA: (Ron Fisher) A Smy S F Ank, A Rom-Ven, F Ion S F Tyn-Tun, F Ank H, F Tyn-Tun;
RUS: (Dave Anderson) F Bla S TUR A Arm-Ank;
TUR: (Cary Nichols) (A Arm-Ank).

Orders in brackets fail; d = destroyed, oth = off the board, nso = not so ordered, r-??? = must retreat somewhere. Full transcript of game and the latest Map are on the Website.

German A BEL must retreat oth or to RUH.

SUPPLY CENTERS:

AUS: Bud Tri Vie Gre Ser Bul War Mos Rum +Sev (10) Build 1
ENG: Edi Lon -Tun (2) Tear 1
FRA: Bre Mar Par Bel Por Spa Lpl (7) Even
GER: Ber Kie Mun Den Hol Swe Nwy StP (8) Even
ITA: Nap Rom Ven Con Smy +Ank +Tun (7) Build 2
RUS: -Sev (0) Tear 1 = OUT
TUR: -Ank (0) Tear 1 = OUT

Orders for the retreats, builds/tears, and for Spring 1906 are due next time. Thanks to Dave and Cary for playing out hopeless positions.

EMBASSY BEAT

Austria to Germany and Italy: Greetings my esteemed and renown World Leaders.

It is the Fall of the year and the Holy Roman Emperor wishes to do some hunting. I desire to send the Imperial Tyrolian Riflemen back to Tyrolia for a recruiting session.

However, I cannot in good conscience simply order my rifles to the Alps. Though Tyrolia is Imperial territory, I find it proper to inform you gentlemen of my intention to send my troops there.

The mission of the troops is truly a hunting mission. I feel that if you both allow me to make these maneuvers, we will all three benefit.

I eagerly await your responses.

Humbly,

Richard I, H.R.E., Defender of the True Faith, Prince of Austria, Duke of Hungary, Duke of Moscow, Prince of Poland, and Satrap of Sevastopol, etc...ad nauseum.

So, a hunting excursion-sounds good to me. In fact the King has expressed a need to give the Alpine Troops some training and even THE POPE agreed to send along some Vatican Guards so we will have a troop movement to Venice also. If our friends the Germans would agree maybe we could have some friendly competition, play king-of-the mountain as it were. In any event-good hunting. And if you should bag a nice sized bear, well His Eminence would like a new rug for the summer palace (wink wink, nudge nudge)

For the Foreign Ministry-Count Ronaldo

Russia to the HRE: You are neither Holy, Roman, nor an Empire. Tsar Dave and Tsarina Deborah were last seen in their yellow submarine moving to a undisclosed location to weather out the crisis and waiting for the brave Italian freedom fighters to liberate their homeland.

---continued on p 15



MACHIAVELLI FRANCE BRIBES AGAIN! Spring 1518

2003 D
pw10

ERRATUM: Papal A Cap-Aqu was omitted last time.

Ragnocitti: France's deep pockets allowed him to snarf up a minor power, but the Turks may have docked him MIL. Speaking of deep pockets, the Pope is poised to buy some help and only Venice has enough gold to counterbribe.

TROOP MOVEMENTS:

Venetian A PAD retreats into garrison. Austria (32d) maintains all, builds F PAL (-30d). France (44d) maintains all but F SIE & F PIO, builds A SALZ & G AVI (-33d). Papacy (48d) maintains F PISA & VEN and A BOL & FLO (-12d). Turkey (30d) maintains all, buys A HUN (-30d). Venice (13d) maintains G PAD (-3d).

AUSTRIA (Wilson, 2d): F GoL S F COR-LS, F Dur S F IS-LA, F TS S F Cor-LS, F Sal-Otr, (F IS-LA), F Cor-LS, F Nap S F TS, F Sar S F GoL, A Bari-Sal, F Pal-CM;
FRANCE (Scott, 11-9d): Pays 9d to disband G Luc, A Mod-Luc, (A Cre-Mil), A Man H, A Swi S A Salz-Tur, F Pro-Sav, A Como S A Cre-Mil, A Avt-Mar, A Mon B2, F Mar-Pro, A Salz-Tur, G Avt = A.
PAPACY (Anderson, 36d): F Pisa H, A Flo H, F Ven H, A Bol H;
TURKEY (McConnell, 0d): A Carin S A Tyr-Mil, A Ver S A Pad B, F Alb-LA, A Tre S A Pad B, (F UA S F Alb-LA), A Trent S A Tyr-Mil, A Her-Alb, A Pad BI, A Tyr-Mil, A Hun-Aus;
VENICE (Nichols, 9d): G Pad = A.

Autonomous: -Luc, -Mon.

Orders in brackets fail. b = besieged, d = destroyed, imp = impossible, no = not owned, nso = not so ordered, nsu = no such unit, oth = off the board, otm = on the move, r-??? = must retreat oth or elsewhere, u = unordered.

Orders for Summer 1518 are due next time. And Press. Ms Nar craves Press. Game transcript and map are on the website.

EMBASSY BEAT

Papacy to Austria: If I had anyone influence over the heathen Turk. He would have "tithed" 4 ducats and their would have been one less French unit and a couple of less ducats in his coffers. Instead, I have to retreat and cover against the French.

TURK-FRANCE: WHAT IS THIS? GIVEAWAY MACH?

France: Well, maybe I was wrong, that Austria & Turkey alliance may not be back together... say, what are we up to Mr Pope? and to the Venice Doge, guess it's wait till next time, huh?



Gunboat MACHIAVELLI No Start Yet



Only three responded, there's a check here ____ if you were one. So if interested give me your druther anent:

1. Scenario (default is Scenario I, "Struggle For Dominance, Pt I")
2. Country (default is random selection)
3. Rules to be used (default is all rules except "12. Excommunication")
4. Press or no Press (default is Press allowed)

Need to know if we get no 4th whether the three signed up want to play the 3-player version of Scenario I -- Austria and France neutral, and each gets two powers. Or should we wait for Mach III, which could start as early as January, in hopes of snagging a decent quorum?



ERRATA: G took Salo so has 13C +\$4 while P has 15C -\$4 (and \$97). Venice has \$87.

The Cast (in Tiebreak Order)

BARCELONA (Buttitta): \$87, 13C, 5K, 150M, SV-10
VENICE (Hanna): \$87, 13C, 6K, 150M, SV-10
GENOA (Copeland): \$60, 13C, 5K, 175M, SV-10
PARIS (Frueh): \$97, 15C, 4K, 175M, SV-10

Advances

I,N,R-T,V,X
A,E,I,N,R,S,V
A,E,F,N,R,S,V,W
A,E,F,I,N,R,S,V,W

There is a shortage of Gold and Ivory and a surplus of Fur. G&V have "Holy Indulgence".

5.7: BID PHASE

V bids 11t. P bids 13t. B bids 22t. G bids 36t. V doesn't relieve shortages or surplus.

6.3: CARD PLAY PHASE

V (11t) plays "Gunpowder" and "War" vs. P (4+1 vs 3, V +1 ML, P +2 ML and cedes Par & StM to V).
P (13t) plays "Mongol Armies" (+\$10) & "Gutenberg" (-\$12 protection).
B (22t) plays "Stone" (P +\$9, G&V +\$4) & "Rebellion" @ Alex (-VC, +VT).
G (36t) plays "Silk" (P +\$8, G&V +\$32).

The Cast (in Tiebreak Order)

VENICE (Hanna): \$112, 14C, 4K, 175M, SV-10, 11t
PARIS (Frueh): \$99, 13C, 2K, 250M, SV-10, 13t
BARCELONA (Buttitta): \$60, 13C, 3K, 150M, SV-10, 22t
GENOA (Copeland): \$56, 13C, 4K, 175M, SV-10, 36t

Advances

A,E,I,N,R,S,V
A,E,F,I,N,R,S,V,W
I,N,R-T,V,X
A,E,F,N,R,S,V,W

THE BOARD:

B: C @ Alg Ang, Basq BAR Cal Con Fez Lis Sar Sev Tan Tol Waf; 1T @ Kam Ora.

G: C @ Bel Bor Gen Lyo Mar Nap Rom Salo Sic Tri Tun Val Var.

P: C @ Acr Alep Basl Bru Col Djf Flo Gra Mil Nur Pra Str Sue; 1T @ Bre Jer Lev Salz StG Tar

V: C @ Bud Cre Cyp Dub Erz Kie Mon Par Pot Smy StM Tre VEN Vie; 1T @ Alex Gal, Kaf.

Due next time are orders for Purchase, Expansion, and Card Buy phases. Your cards are:

LEGEND: c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token. See website for transcript and map.



AIR BARON

"Boston"
One Speaks!



TCA-HL: Boris XVII and Air Baron! You're beating us (me) all over the zine, Rick.



JUNTA

Carlos Elected *El Presidente*!



THE CAST: (and Table order)

Rick Copeland (Martini)

Chuck Hanna (Shades)

Wayne Morrison (Mustache)

Dave Anderson (Hat)

John Buttitta (Stickpin)

ELECTIONS:

Martini plays the Banker Influence card and casts 7 votes for Ricardo. *Hat* abstains. *Shades* plays the Monarchist Influence card and casts 3 votes for Carlos. *Stickpin* abstains. *Mustache* plays the Church Influence card and casts 10 votes for Carlos. Vote stands Carlos 13, Ricardo 7. Second Round, all abstain. Carlos is *el Presidente*. All draw two cards. *El Presidente* appoints Wayne Minister and Commander of the 1st Brigade and makes Ricardo and Juan Commanders of the 2nd, and 3rd Brigades respectively and David Air Force and Navy CO.

Due soon are playing or giving away cards to bring your hand down to 6 and the budget proposal. I'd also like to get in the vote on the budget and location selection. This year's budget is _ _ _ _ _

Press:

Dave el Corruptornotto will abstain from voting unless he is promised a prominent position in the government that's forming and sees what lucrative foreign aid may bring to his coffers in a budget. He explained "look at this hammer---\$40 foreign aid dollars can buy you this hammer. And don't start of our toilet seats they are even higher!!!!

THE BOARD:

Martini: 2nd Brgd CO (1v), Bankers (7v), 6C

Hat: Air Force CO, Admiral (2v), 7C

Shades: El Presidente (1v), Monarchists (3v), 6C

Stickpin: 3rd Brgd CO (1v), 7C

Mustache: Minister, 1st Brgd CO (2v), The Church (10v), 6C

Hmmm, Game names. How about:

Antigua, Belize, Cuba, Dominican Republic, El Salvador, French G, Guatamala, Honduras, P?, Jamaka, K?, Lima, Mexico, N?, O?, Panama, Quito, Rio, Surinam, Trinidad, Uruguay, Venezuela, W?, X?, Yucatan, Zorro

Your cards are:

Enlightenment VIII

March 18th - 20nd, 2005

Hunt Valley Inn

Hunt Valley, MD



A four-round swiss format of *Age of Renaissance* using a special best three-out-of-four scoring system that encourages fast play and keeps most players in contention throughout.



BRITANNIA

"Devon"
Turn XV



BRITANNIA

"Frisian"
Turn V



The Cast:

Blue: Kevin Wilson
Purple: Rudy Zodda

Green: Rick Copeland
Red: Peter Boyum

Turn XV

Board

Welsh (1): 2A @ Clywd, Dyfed; Gwent, Gynnedd, Powys; 1A @ Cornwall, Devon.
Brigantes (1): 2A @ Dunedin, Lothian, Mar, Pennines.
Picts (0.5): 3A @ Caithness; 2A @ Skye; 1A @ Alban, Dalraida, Hebrides.
Caledonians (0.5): 2A @ Orkneys.
Norsemen (2): 2A @ Moray.
Dubliners (2.5): 2A @ Cheshire, Galloway; 1A @ Cumbria, Strathclyde.
Danes (0.5): 6A @ March, 3A @ Hwicce; 2A @ Lindsey; 1A @ Avalon, Essex, N Mercia, S Mercia.
Jutes (2.5): 1A @ Kent, Sussex.
Norwegians: Harald, 4A @ York; 1A @ Bernicia, N Mercia, Norfolk; Suffolk.
Saxons (1.5): 3A, Harold @ Downlands; 1A @ Wessex; .
Normans: Willie, 6A, 4C @ Channel.

Score: Green 112.5, Red 79.5, Blue 52, Purple 44.5.

Normans: 1st Wave: 1A, 1C Channel-Sussex (2, 4: ?), 2A, 1C Channel-Wessex (6, 6: 1 -1 Saxon), 1A, 1C Channel-Kent (6, 5: ? -1 Jute, ...), 2A, 1C, Willie Channel-Sussex-Essex (2+1.5+1.3+1: ? -1 Dane, ...). **2nd Wave:**

Score: Green 112.5, Red 79.5, Blue 52+, Purple 44.5.

Board

Welsh (1): 2A @ Clywd, Dyfed; Gwent, Gynnedd, Powys; 1A @ Cornwall, Devon.
Brigantes (1): 2A @ Dunedin, Lothian, Mar, Pennines.
Picts (0.5): 3A @ Caithness; 2A @ Skye; 1A @ Alban, Dalraida, Hebrides.
Caledonians (0.5): 2A @ Orkneys.
Norsemen (2): 2A @ Moray.
Dubliners (2.5): 2A @ Cheshire, Galloway; 1A @ Cumbria, Strathclyde.
Danes (0.5): 6A @ March, 3A @ Hwicce; 2A @ Lindsey; 1A @ Avalon, N Mercia, S Mercia.
Norwegians: Harald, 4A @ York; 1A @ Bernicia, N Mercia, Norfolk; Suffolk.
Saxons (1.5): 3A, Harold @ Downlands.
Normans: 1C, 2A, L @ Essex*; 1C, 2A @ Wessex; 1C, 1A @ Kent*, Sussex*.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Current map and game transcript can be found on the website.

The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): Romans, (R-Bs, Norsemen, Norwegians)
B (Anderson): Welsh, Jutes, (Normans)
C (Buttita): Brigantes, Caledonians, (Danes)
D (Boyum): Picts, Irish, Angles
E (Fruch): *Belgae*, Scots, Saxons, (Dubliners)

Board:

Romans (A): 2L @ York; 1L, F @ Cheshire, Essex, Kent, March, S Mercia, Suffolk; 1L @ Hwicce, Norfolk; F @ Alban, Avalon, Bernicia, Dunedin, Lindsey, Lothian, N Mercia, Sussex.
Welsh (B, O): 3A @ Downlands; 2A @ Gwent; 1A @ Clwyd, Cornwall, Devon, Gwynedd, Powys.
Brigantes (C, 2.5): 4A, L @ Strathclyde; 1A @ Cumbria, Galloway.
Picts (D, 2): 2A @ Caithness, Mar; 1A @ Dalriada, Moray, Skye;
Caledonians (C, 2): 2A @ Orkneys; 1A @ Hebrides.
Irish (D, O): 4R @ Atlantic.
Scots (E, O): 1R @ Irish.
Jutes (B, O): 4R @ Channel.
Saxons (E, O): 3R @ Channel, 3A @ Wessex.
Angles (D, O): 5R @ Frisian.

Score: A(27), C(23), D(11), E(9.5), B(9)

Scots (O): 1R Irish-Dalriada (5:3; 6:6 -both +1 EVP)

Jutes (O): 4R @ Channel-Sussex (6, 6, 3, 1: 1-F, w-Channel +3 BVP).

Saxons (O): Grow 1 pp. ...

Board:

Romans (A): 2L @ York; 1L, F @ Cheshire, Essex, Kent, March, S Mercia, Suffolk; 1L @ Hwicce, Norfolk; F @ Alban, Avalon, Bernicia, Dunedin, Lindsey, Lothian, N Mercia.
Welsh (B, O): 3A @ Downlands; 2A @ Gwent; 1A @ Clwyd, Cornwall, Devon, Gwynedd, Powys.
Brigantes (C, 2.5): 4A, L @ Strathclyde; 1A @ Cumbria, Galloway.
Picts (D, 2): 2A @ Caithness, Mar; 1A @ Moray, Skye;
Caledonians (C, 2): 2A @ Orkneys; 1A @ Hebrides.
Irish (D, O): 4R @ Atlantic.
Scots (E, O): 1R @ Irish.
Jutes (B, O): 4R @ Channel.
Saxons (E, 1): 3R @ Channel, 3A @ Wessex.
Angles (D, O): 5R @ Frisian.

Score: A(27), C(23), B(12), D(11), E(10.5)

Current map and game transcript can be found on the website.



FRUEH IS MISSING

SR 4 Ends!

FIM

PLAYER STATUS: (*Denotes Presidency)

Bailey: \$142 SVNRR, D&H, 1 C&O, 3 B&O

Hanna: \$23 4 NYNH&H*, 5 B&O*

Bolduc: \$43, B&Opc, 3 C&O*, 3 CP*, 1 NYNH&H, 1 PA

Copeland: \$32 2 C&O, 6 PR*, 1 CP

Zieske: \$118 1 CP, 5 B&M*

CORPORATE STATUS:

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
PRR	RC	B90	100	4	1	\$1000	--	(H12), 3
B&O	CH	E71	100	2	0	\$1000	--	(I15), 2
NYNH&H	CH	F71	90	3	2	\$80	2223	G19, 1, C&A
C&O	PB	H68a	--	0	5	\$50	233	F6, 2, M&H
CP	PB	H68b	71	2	3	\$170	223	A19, B16, 2, C&SL
B&M	PZ	A100b	100	5	0	---	--	E23, 1

SR #4: (continued):

Copeland buys 1 PA from the pool. (-\$90).

Zieske buys and sells 1 PA (-\$100-90, PA to C82).

Bailey buys and sells 1 PRR from the pool (PA to D76).

Hanna passes.

Bolduc buys a pool PA. (-\$76)

Copeland passes.

Zieske buys and sells 1 NYNH&H from pool (-\$71+\$71), price to G69.

Bailey buys 1 C&O from pool (-\$68).

Hanna passes.

Bolduc buys 1 CP from the IO (-\$71).

Copeland passes.

Zieske buys 1 B&M from IO (-\$100). B&M floats!

Bailey buys 1 C&O from pool (-\$68).

Hanna passes.

Bolduc sells 1 PA and buys a C&O (+\$76-68). PA sinks to E71.

Copeland passes.

Zieske sells 1 CP and buys a NYNH&H (+\$68-69=\$-1).

All pass. Nothing is sold out. Bailey has the Priority.

PLAYER STATUS: (*Denotes Presidency)

Bailey: \$6, SVNRR, D&H, 3 C&O, 3 B&O <Priority>

Hanna: \$23, 4 NYNH&H*, 5 B&O*

Bolduc: \$48, B&Opc, 4 C&O*, 4 CP*, 1 NYNH&H

Copeland: \$32, 2 C&O, 6 PR*, 1 CP

Zieske: \$17, 6 B&M*, 1 NYNH&H

CORPORATE STATUS:

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
B&M	PZ	A100	100	4	0	\$1000	--	(E23), 1
B&O	CH	E71a	100	2	0	\$1000	--	(I15), 2
PRR	RC	E71b	100	3	1	\$1000	--	(H12), 3
NYNH&H	CH	G69	90	3	1	\$80	2223	G19, 1, C&A
C&O	PB	H68a	--	0	2	\$50	233	F6, 2, M&H
CP	PB	H68b	71	1	4	\$170	223	A19, B16, 2, C&SL

The Bank has \$8,576.

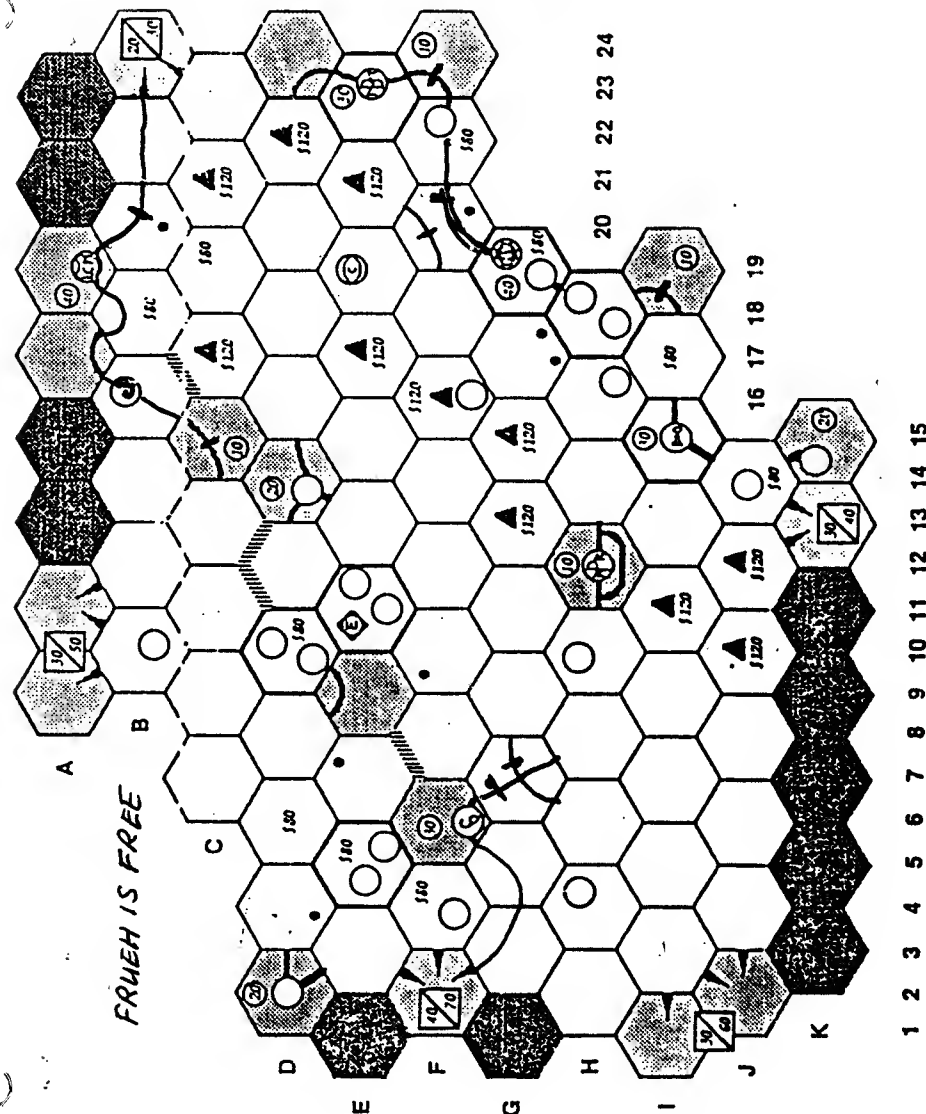
AVAILABLE TRAINS: 3 4444 555 66 DDDDD

AVAILABLE TILES:

Yellow: #1(0), #2(1), #3(2), #4(2), #7(3), #8(7), #9(6), #55(1), #56(1), #57(4), #58(1), #69(0)

Green: #14(3), #15(2), #16(1), #18(1), #19(1), #20(1), #23(3), #24(3), #25(1), #26(1), #27(1), #28(1), #29(1), #53(2), #54(1), #59(2)

Due to Mark soonest, orders for OR 4.1. Say goodbye to the 2-trains!





TITAN

Double Turn!

Turns 17 & 18



ERRATUM: Heart finished at 102, not 103.

TURN 17

THE BOARD:

Brown (Fruch), 8-4, 208 VP, dr=2: Spider 41-101; Chest 34-38; Hourglass 37 holds (Combat); Bearpaw 11 holds; Bell 133-131.
Blue (York), 6-4, 60 VP, dr=6. Batman 36-5000 (spawn Padlock), Octopus 31-37 (Combat), Anchor 24-24, Twister 116 hold
Red (Bargender), 8-4, 240 VP, dr=5: Heart 102-139.

COMBAT: Brown Hourglass defeated Blue Octopus at Hills 37, earning 64 VP.

SLAIN: Ranger, Troll(x3).

MUSTERED: Cyclops and Gorgon.

TURN 18

THE BOARD:

Brown (Fruch), 8-4, 272 VP, dr=2: Spider 101-4; Chest 38-40; Hourglass 37 holds; Bearpaw 11 holds; Bell 131-33.
Blue (York), 6-4, 60 VP, dr=4. Batman 5000 holds, Anchor 24-120, Twister 116 hold, Padlock 5000-32.
Red (Bargender), 8-4, 240 VP, dr=6: Heart 139-133.

MUSTERED: Behemoth, Cyclops, Gorgon, Minotaur, Ranger.

COMBAT: None.

FORCE POOL: Archangels (6), Angels (16), Behemoths (14), Centaurs (3), Colossi (10), Cyclopes (1), Dragons (18), Gargoyles (7), Giants (18), Gorgons (13), Griffons (18), Guardians (5), Hydrae (10), Lions (21), Minotaurs (18), Ogres (3), Rangers (21), Serpents (10), Trolls (13), Unicorns (12), Warbears (20), Warlocks (5), Wyverns (17).

DEAD POOL: Behemoth, Centaur(21), Cyclops(19), Gargoyles(10), Gorgon(4), Lion(5), Ogre(11), Ranger(4), Titan(3), Troll(11).

Your Turn 19 die roll is: _____. Since there are no combats, let's see if we can do two moves or more moves ere next issue.

Current masterboard and game transcript are on the website.

Your Legions are:



DUNE

Turn 6 Battle

F/G Win!



The Board:

ATREIDES (Nichols): 3T @ Oh Gap & Arrakeen, 6R, 3S, 1C
BENE GESSERIT (O'Hara): 4T @ Arrakeen; 3T @ Carthag; 1T @ Tuks Sitch, Imperial Basin, Habbanya Ridge Sitch, 15S, 10R, 2C
BENE TLEILAXU (Butitta): 0S, 3C
FREMEN (Barrett): 5T @ Sitch Tabr, 3T, 2* @ Hagga Basin, 5T, 1* @ Arrakeen, 0R, 8S, 4C
GUILD (Anderson): 6T @ Tuek's Sitch, 2T @ Habbanya Ridge Sitch, 2R, 7S, 2C
HARKONNEN (Wilson): 6T Carthag, 12R, 9S, 8C
LANSRAAD (R Fisher): 20R, 2S, 4C
Spice: Great Flat(10), Shihiya Ridge(6).
Storm: Sector 7
Tanks: Lady J, Otheym, T Hawat, B Rabban, Dr Y, S Tuek, Guild Rep, SS Sook, A 8T, F 4T, H 2T, G 10T

6.5 Battle: (cont)

Arrakeen: A with 3T is the aggressor against F with 5T, 1*. A fails to use prescience and plays G Halleck, "Shield", 3S, and dials "3". F plays Chani, 3S, "Shield" and "Ellaca Drug" and dials "4". Halleck is the Fremmen traitor, so F wins with no losses, collecting 4S for Halleck.

BT attempt to assassinate Chani using "Maui Pistol"; F doesn't defend. Chani is slain and BT gain 6S.

The F/G alliance wins. Due next time are end of game statements.

The Board:

ATREIDES (Nichols): 3T @ Oh Gap, 6R, 0S, 0C
BENE GESSERIT (O'Hara): 4T @ Arrakeen; 3T @ Carthag; 1T @ Tuks Sitch, Imperial Basin, Habbanya Ridge Sitch, 15S, 10R, 2C
BENE TLEILAXU (Butitta): 6S, 3C
FREMEN (Barrett): 5T @ Sitch Tabr, 3T, 2* @ Hagga Basin, 5T, 1* @ Arrakeen, 0R, 12S, 4C
GUILD (Anderson): 6T @ Tuek's Sitch, 2T @ Habbanya Ridge Sitch, 2R, 7S, 2C
HARKONNEN (Wilson): 6T Carthag, 12R, 9S, 8C
LANSRAAD (R Fisher): 20R, 2S, 4C
Spice: Great Flat(10), Shihiya Ridge(6).
Storm: Sector 7
Tanks: Lady J, Otheym, T Hawat, B Rabban, Dr Y, S Tuek, Guild Rep, SS Sook, G Halleck, Chani, A 11T, F 4T, H 2T, G 10T



KREMLIN

No Wave!
Turn 1.6-1.8



SoC

Slow Going!
Turns 4.5-5.

Ernst

CAST (in Table Order):

Paul Bartlett: Bolsheviks Against Russian Treason (BART), 2 cards
Mike Scott: The California Connection (TCC), 2 cards
Dave Anderson: Decaying Licentious Antequarians (DLA), 3 cards
Rudy Zodda: Red Zealots (RZ), 3 cards
John Butitta: Proleteriat Worker's against Imperialism (PWI), 3 cards
Cary Nichols: Re-Education Development Society (REDS), 3 cards

POLITBURO:

Party Chief:	Aparatschik (A)	81+0?	TCC(3)
KGB Head:	Doberman (L)	68	RZ(8), BART(6), PWI(5)
Foreign Minister:	<VACANT>		
Defense Minister:	Manjak (P)	65	BART(1)
Ideology Chief:	Satin (O)	62s++	
Industry Minister:	Strychnin (T)	58w+	
Economy Minister:	Patina (S)	58?	
Sport Minister:	Krakemheds (E)	72	
Candidates: JMV _		People: BDFGIKNGRUWYZ	
The Wall: HX		Siberia: C	

TURN 1 (cont)

1.6 REPLACEMENT PHASE: TCA declares 4 IP on O, 1 IP on S. BART plays Card #61 "New Official History" (DLA, redraw = TCC). TCC loses 5 declared IP, but only has 3 so must discard a card instead. He discards #45. "A" is taking the Cure, so cannot promote, so "E" is promoted by age to Foreign Minister. No one intervenes, so Talksallott "J" is promoted by age to Sports and "B", "D" and "F" to Candidates.

1.7 REHAB PHASE: No action.

1.8 PARADE PHASE:

Party Chief Aparatschik is taking the Cure so cannot wave. TCC plays Card #37 "Reagan Elected"; all other players must play a card or reveal all the remaining IP of one politician.

Due next time: Orders for Card #37 and Cure through Health phases. Conditional orders are encouraged. **Note:** We had several players try to play cards that didn't make sense, either because the recipient couldn't do what the card demanded or because it would expire before it would do any good.

POLITBURO:

Party Chief:	Aparatschik (A)	81+0?	TCC(3)
KGB Head:	Doberman (L)	68	RZ(8), BART(6), PWI(5)
Foreign Minister:	Krakemheds (E)	72w	
Defense Minister:	Manjak (P)	65	BART(1)
Ideology Chief:	Satin (O)	62s++	REDS(4)
Industry Minister:	Strychnin (T)	58w+	
Economy Minister:	Patina (S)	58?	REDS(1)
Sport Minister:	Talksallott (J)	67	
Candidates: BDFMV		People: GIKNGRUWYZ	
The Wall: HX		Siberia: C	

LEGEND: s = strong, w = weak, + = sick, ++ = ill, 0 = Cure, ? = under investigation, _ = position is vacant

The Cast: R Fisher (F) P Zieske (Z) M Scott (S) K Wilson (W) R Copeland (C)

Turns 4.5-5.:

4.5 (C): Roll 9: C & Z get 1 ore from d3; S gets 1 lumber in e7; C & F get 1 brick in f3. C trades 1 ore to Z for 1 wool. C builds one road at c3/d3 (-b,l) and a settlement at c2/c3/d3. (-b,l,g,w, +1 VP).

SBP: Z upgrades d2/d3/e3 to a city (-2g,3o +1 VP).

5.1 (F): Roll (5): F gets 2 lumber from b3; Z gets 2 grain and F gets 1 grain from e3; W gets 2 grain and S gets 1 grain from f5. Offers g for w -- no takers. Builds road in b3/c4 (-bl), road in c3/f2 (-bl).

5.2 (Z): Roll (8): Z gets 2 wool from d2; W gets two lumber from f6. Z trades 4 wool for 1 ore. Buys a card (-gow) _____.

COMMODITY STATUS

Player	brick	grain	lumber	ore	wool	Knights	cards	VP	Other
F	1	1	1	0	0	1	1	3	
Z	0	3	1	0	1	0	1	3	
S	0	1	1	0	1	0	0	3	
W	0	2	2	2	0	0	0	4	
C	0	2	0	1	0	0	0	3	

Development: (Robber @ e4)

F: Settlements: e3/e4/f3, b3/c3/c4, a2/b2/b3

Roads: b3/c3, e3/e4, b2/b3, e3/f3, b3/c4, e2/f1

Z: Settlements: d2/d3/e3, g3/h2/h3

Roads: d2/d3, g3/h2, c2/d3

S: Settlements: d6/e6/e7, e4/e5/f4, e5/e6/f5

Roads: e6/e7, e5/f4, e5/f5, f4/f5

W: Cities: b4/c4/c5, f5/f6/g5

Roads: c4/c5, f5/f6, e6/f5, e5/e6

C: Settlements: d3/d4/e4, f3/g2/g3, c2/c3/d3

Roads: d3/d4, g2/g3, g2/h2, c3/d3



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ON DECK



1830: Frueh, Zodda, Zieske

1835: Hanna, Zieske

1856: Hanna, Frueh, Zieske

1870: Zieske, Hanna, Frueh

BLACKBEARD: Zodda, A Bargender, Barrett

BRITANNIA: Zieske

COLONIAL DIPLOMACY: Copeland, Nichols, Anderson, Boyum; need 3 more.

DIPLOMACY: Boyum, Fryling, Nichols confirmed; Curtis Iffy.

GUNSLINGER: Scott, Fowble, R Fisher; need 4 more

HISTORY OF THE WORLD, Pt 2: Zieske, Morrison, Anderson, Wilson need 1 to 2 more.

KINGMAKER: Deb Anderson, R Fisher, Shacklett, Scott

MACHIAVELLI (Gunboat): Have 3.

MAGIC REALM: Buttitta, Deb A

MAHARAJA: Hanna, Zodda, Anderson, Barrett

MERCHANT OF VENUS: R Fisher, Deb A

PUERTO RICO: R Fisher, Buttitta, Barrett

RUSSIAN CIVIL WAR: Scott

SILVERTON: Zieske, Deb A

WIZARD'S GUEST: A Bargender, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), AFTER THE HOLOCAUST (*GM Fowble), GODSFIRE, KAMAKURA, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMARAI.

* Offered by guest GM, when space is available.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 5 Nov 04

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:

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Source of the Nile

Turn 29



The Cast:

Dan Farrow (dropped)
Andrew York

Jason Bargender
Don Chinnery

Ron Fisher (dropped?)
D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2) and tribe L11 (the Mphahlele) in Z13. G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), M10 (the Kimbundu) in G22, L15 (the Bagaza) in J19, M36 (the Ruanda in J18, M37 (the Maleonde) in I22. P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), M1 (the Ankras) in P2, FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD6 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), M24 (the Gadami) in FF7, and S2 (the Ngubane) in GG5.

Positions still available for fearless explorers. Contact Alan Bargender if interested.

--BORIS XVII (continued on p 16)

CLASSIFIEDS

Rick to Dave: Nice job. Your one fleet tied up SEVEN of my units. I hope that by next turn that fleet will be rusting at the bottom of the Black Sea!

STELLAR CONQUEST

William T. Riker: Due are Turn 41 combat to movement orders for Turn 42-44.

Kurzon Dax: Orders for Production 12 and movement to Turns 13-16 are due soonest.